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at least a first player station; and
a combination game/location controller computer which receives player inputs from, and transmits outputs to, said first player station, said game computer including:
programming for executing a game to be played at said player station; and,
programming for receiving activity data both from said first player station and from at least said second, separate video gaming device and generating an information data stream that includes said activity data from both said first player station and said at least second, separate video gaming device;
a monitoring computer for monitoring activity at least at said first and second video gaming devices; and
communication means for transmitting said information data stream generated by said combination game/location controller computer to said monitoring computer.

65. The system of claim 64, wherein said first player station includes a currency acceptor and means for sending currency input activity data to said combination game/location controller computer to be transmitted to said monitoring computer.

66. The system of claim 64, further including means at said first player station for detecting an occurrence of an unauthorized security event at said at least first player station and communicating said occurrence to said combination game/location controller computer.

67. The system of claim 66, wherein said combination game/location controller computer is further programmed to identify the player station at which said unauthorized event

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has occurred and send event occurrence information with player station identification information in said information data stream to said monitoring computer.

68. The system of claim 64, wherein said combination game/location controller computer is further programmed to send identification information with said activity data in said information data stream that identifies a player station or video gaming device from which said activity data is received.

69. The system of claim 64, wherein said monitoring computer is programmed to communicate with a particular player station or video gaming device through said communication means and said combination game/location controller computer.

70. The system of claim 64, wherein said first player station includes respective processing means to disable said player station upon receipt of a command communicated from said monitoring computer.

71. The system of claim 64, further including means for connecting said second, separate video gaming device to said combination game/location controller computer for transmitting activity data from said second, separate video gaming device to said combination game/location controller computer, and said second, separate video gaming device further includes at least one player station and a game computer that is programmed to disable the player station upon receipt of a command communicated from said monitoring computer.

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72. The system of claim 71, wherein said means for connecting includes an interface device.

73. The system of claim 64, wherein said monitoring computer is a remote computer.

74. A video gaming system including:

at least a first video gaming device, said video gaming device including:

a plurality of player stations; and

a combination game/location controller computer which receives player inputs from, and transmits outputs to, said first plurality of player stations, said game computer including:

programming for executing a game to be played at said player stations;

and,

programming for receiving activity data from each of said player stations and generating an information data stream that includes said activity data from each of said player stations;

a monitoring computer for monitoring activity at least at each of said player stations; and communication means for transmitting said information data stream generated by said combination game/location controller computer to said monitoring computer.

75. The system of claim 74, wherein each of said player stations includes a currency acceptor and means for sending currency input activity data to said combination game/location controller computer to be transmitted to said monitoring computer.

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76. The system of claim 74, further including means at each of said player stations for detecting an occurrence of an unauthorized security at said player station and communicating said occurrence to said combination game/location controller computer.

77. The system of claim 76, wherein said combination game/location controller computer is further programmed to identify the player station at which said unauthorized event has occurred and send event occurrence information with player station identification information in said information data stream to said monitoring computer.

78. The system of claim 74, wherein said combination game/location controller computer is further programmed to send identification information with said activity data in said information data stream that identifies the player station from which said activity data is received.

79. The system of claim 74, wherein said monitoring computer is programmed to communicate with a particular player station through said communication means and said combination game/location controller computer.

80. The system of claim 74, wherein each of said player stations includes respective processing means to disable said player station upon receipt of a command communicated from said monitoring computer.